BORODINO GAZETTE

Borodino Gazette Issue # 1

Being an unofficial publication by fans of Phoenix Command[1] and related games.

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From the Editors: We started this project thinking about the Borodino Sector from the Leading Edge Games Aliens Adventure Game. But unrelated ideas kept coming up, so we incorporated some of those also. Issue #1 July 2026.

Throughout this publication, you may notice that Damage Class (DC) shifts between an alphabetical range of A-J to a numerical range of 1-10. The editors have found during their discussions that using an alphabetical range for DC helps avoid confusion when designing weapon penetration (PEN) and DC. Here is the conversion chart so we can all be on the same page. It's not an error; we just prefer it this way.

DC Alphabetical	A	B	C	D	E	F	G	H	I	J
DC Numerical	1	2	3	4	5	6	7	8	9	10

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Gazetteer: Eyesore

The hydraulic hiss of the shuttle's ramp dropping is accompanied by a heavy, mechanical thud against the cracked permacrete of the landing pad. Stepping out onto Eyesore, the sensory assault is immediate, validating exactly why the crews on the Loop gave this rock its name.

The landscape is an oppressive, washed-out monoculture of industrial rust and bruised violet rock. The sky isn't blue or black, but a chemical, smog-choked mustard yellow that diffuses the local star into a sour, glaring haze. Everywhere you look, the horizon is jagged with the skeletal silhouettes of abandoned strip-mining rigs, left to decay like the ribs of dead leviathans.

The air tastes like pennies and old grease. Every breath carries a sharp, metallic bite that catches in the back of your throat, accompanied by the faint, oily stench of unrefined sulfur and stale petroleum. It leaves a greasy, alkaline film on your tongue that makes you want to rinse your mouth out with commercial solvent.

The atmosphere is thin and dry, but it carries a static grit. A constant, low-velocity wind scours across the flats, pelting your face and suit-seals with microscopic silica dust that feels like fine-grit sandpaper. Even through heavy boot soles, the ground vibrates slightly—not from tectonic activity, but from the deep, rhythmic thrum of the settlement's aging geothermal recyclers struggling to keep the outpost alive.

The Starport & Surrounding Town: "Rust-Rest"

The "starport" is a generous term for what amounts to a single, deep-cratered landing basin flanked by three low-slung, reinforced concrete bunkers. The main terminal is a repurposed ore-sorting facility, its exterior skin patched with mismatched plates of scavenged hull-metal. Inside, the terminal smells of damp insulation and cheap synthetic coffee.

The surrounding settlement—unoffically dubbed Rust-Rest—clings to the leeward side of an excavated iron ridge. It's a tight, claustrophobic cluster of modular habitat units (hab-containers) linked by pressurized corrugated plastic tunnels. The community of 400 survives entirely on the grease of the corporate machine: marine mechanics, hydroponic technicians, and salvage

operators. There are no paved roads, only hard-packed tailing paths churned into ruts by heavy tracked loaders. The only sign of recreation is a single, dimly lit cantina called *The Sump*, built inside a hollowed-out drilling platform, serving passing crews who are desperate enough to pay premium credits for filtered water and recycled rations.

Flora of Eyesore

The vegetation here is hyper-specialized, surviving purely on heavy mineral deposits and atmospheric moisture condensed on old machinery.

1. Solder-Vine (*Vitis chalcuum*)

A thick, greyish-green vine that looks remarkably like discarded electrical wiring. It grows exclusively on iron-rich slag heaps and the hulls of abandoned vehicles, exuding an acidic sap that slowly dissolves metal to absorb core nutrients.

- PHOENIX COMMAND PROFILE:
  - Structure/Form: Stationary Hazard. Tangling vines.
  - Combat Notes: Non-aggressive, but if walked through, the acidic sap can corrode standard footwear. Contact with bare skin causes minor chemical burns (treated as standard DC: A/1 burn damage to the affected location if exposed for more than a few turns).

2. Slag-Moss (*Bryophyta cupria*)

A powdery, luminescent orange moss that grows in the deep shadows of mining shafts and under building foundations. It feeds on sulfur dioxide and emits a faint, eerie phosphorus glow when disturbed.

- PHOENIX COMMAND PROFILE:
  - Structure/Form: Terrain Modifier.
  - Combat Notes: Ingesting or inhaling disturbed spores requires a health check to avoid respiratory irritation. It reduces visibility slightly in dark corridors due to its dim glow, but is physically harmless unless burned (releases toxic fumes).

3. Choke-Weed (*Halophyte squalens*)

A tough, scrubby bush with brittle, needle-like black thorns. It grows in the infertile, alkaline soil of the outer flats. Its

root system is incredibly dense, anchoring deep into the shale to resist the constant winds.

- PHOENIX COMMAND PROFILE:
  - Structure/Form: Light Cover / Movement Hindrance.
  - Combat Notes: Moving through a patch without heavy armor risks flesh punctures from the brittle thorns (DC: None / Negligible, but causes minor bleeding or infection if untreated).

Fauna of Eyesore

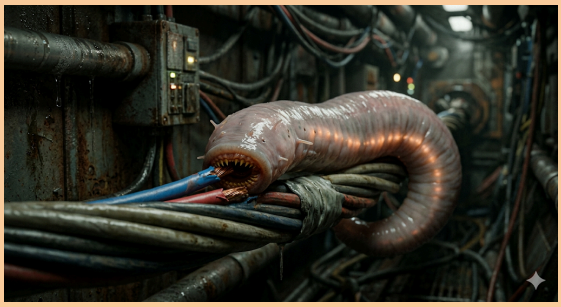
The local wildlife is sparse, desperate, and incredibly tough, having adapted to hunt among the industrial refuse.

1. Tailing Scavenger (*Scrofa mechanica*)

An ugly, quadrupedal omnivore about the size of a wild boar. It has an elongated snout used for rooting through scrap heaps and a hairless, leathery hide covered in calloused plates that mirror the color of the iron ore. They are territorial and highly aggressive if cornered near a food source. Treat as a Boar for combat purposes.

2. Cable-Leech (*Siphonoptera ferrea*)

A blind, slug-like parasite roughly 30 centimeters long. It possesses a circular mouth lined with chitinous teeth capable of chewing through heavy synthetic insulation. It is drawn to heat and electrical currents, making it a major nuisance in the starport's maintenance tunnels. They can be easily killed but if they get in the system, then the damage has to be repaired.



3. Shard-Hawk (*Corvus silicium*)

A lean, avian predator with a wingspan of 1.2 meters. Its feathers are stiff, metallic composites evolved to protect it from the abrasive silica winds. It nests high up in the gantries of abandoned mining cranes, diving down to strike at small rodents or unwary human travelers with razor-sharp talons. Treat as an eagle for combat purposes.

Non-Marine Character Backgrounds[2]

For players who want to create characters outside the Colonial Marines, two options are available:

1. Ex-Colonial Marine: Create a character who has recently completed a single tour of duty. This is the standard background for most corporate mercenaries, private security guards, and deep-space adventurers.
2. Custom Civilian/Corporate Profession: Create a custom background tailored to a specific profession (e.g., corporate scout, rogue medic, frontier technician) using the streamlined generation process below.

Custom Skill Generation Process

Step 1: Determine Total Skill Points

Decide on your character's profession, then roll 4d6 (four six-sided dice). The total result is the number of Skill Points you have to spend on General and Support Skills.

Step 2: Allocate Skills and Learning Chances

Before rolling for your actual proficiency levels, you must decide how to split your Skill Points between learning *new* skills or buying *Learning Chances* to boost vital ones.

- Acquiring a Skill: Costs 1 Skill Point.
- Buying a Learning Chance: Costs 1 Skill Point. Each Learning Chance gives you a post-generation opportunity to upgrade a skill using standard advancement rules.

Example: If you roll a total of 15 on your 4d6, you could choose to select 12 distinct Skills for your character, leaving you with 3 Learning Chances to distribute later.

Step 3: Roll for Skill Ratings

With your GM's approval of your selected skills, roll one 10-sided die (0–9) for each skill to determine your starting proficiency tier:

Die Roll (0–9)	**Starting Skill Rating (Aliens Adventure Game)**
0 to 5	Novice (2nd Level in PCCS)
6 to 8	Certified (4th Level in PCCS)
9	Professional (8th Level in PCCS)

Step 4: Apply Learning Chances

Once all your baseline Skill Ratings are rolled, apply your bank of Learning Chances to any skills you wish to improve, focusing on the ones most critical to your character concept.

[2] Aliens Adventure Game, 1991 Leading Edge Games

Archetype: Salvager

In the classic Leading Edge Games *Aliens Adventure Game* (AAG) rules, Eyesore (GL879) is a notorious, bleak, and heavily polluted colony planet in United Americas space. It is a world choking on industrial waste, rusted out infrastructure, and abandoned corporate outposts—essentially a planetary-scale graveyard of machinery and a paradise for legally dubious corporate scavengers.

To survive and turn a profit on Eyesore, a salvager would need a highly specialized mix of industrial operation, engineering, rugged survivalism, and black-market savvy.

Here are 24 useful skills from the list for an Eyesore salvager, followed by 5 custom skills tailored to that specific setting.

24 Existing Skills Useful for an Eyesore Salvager

Core Survival & Awareness

1. Class 2: Balance: Scrap heaps are unstable. Navigating shifting mountains of metal and crumbling industrial architecture requires excellent footing.
2. Class 3: Survival: Absolutely mandatory. Eyesore is a toxic nightmare; a salvager needs to know how to handle hazardous atmospheres, chemical pools, and faulty life-support equipment.
3. Class 3: Climbing: Reaching the upper decks of derelict mega-structures or dropping down into vertical ore shafts to strip valuable copper and wiring.
4. Class 5: Awareness: Crucial for spotting structural collapses in rusted husks, finding hidden caches of valuable tech, or noticing an ambush by rival scavengers.
5. Power Loader Operation: The ultimate tool for a salvager. Essential for ripping open armored bulkheads, lifting tons of compacted scrap, and carrying heavy fusion cores back to the transport.
6. General Equipment Operator: Used for driving forklifts, cranes, and lifts to move salvage around a staging site.
7. Portable Welder Operation: Used constantly to cut through rusted hulls, slice away valuable components, or weld a door shut to keep rivals out.
8. Specific Ground Vehicle Drive Operation: Specifically for *Ground Exploration Vehicles* or heavy trucks to haul tons of scrap across Eyesore's unforgiving terrain.
9. Ground Vehicle Life Support Operation: Since Eyesore's atmosphere is heavily polluted and corrosive, keeping a haulers' filtration and pressurization systems running is a matter of life and death.
10. Engineering (Mechanical / Electrical): Designing rigs to extract stubborn components and understanding the infrastructure of the facilities being stripped.
11. Manufacturing: Re-machining

salvaged parts, jury-rigging broken tools, and turning raw scrap metal into something usable or salable.
12. Communications / Computer Operation: Hotwiring intact corporate terminals to download valuable blueprints, manifests, or data cores before pulling the physical hardware.
13. General Equipment Repair: Keeping the cranes, loaders, and cutters functioning in an environment where grit and chemical dust constantly grind machinery to a halt.
14. Ground Vehicle Life Support Repair: Fixing a vehicle's air scrubbers when they choke on Eyesore's toxic smog.
15. Infantry Weapons Repair: Out on the lawless fringes of Eyesore, your defensive weapons are going to take a beating. They must be kept in working order.
16. Class 1: Gun Combat: Eyesore is plagued by corporate claim-jumpers, desperate feral colonists, and worse. You must know how to fight for your haul.
17. Security System Operation: Bypassing automated corporate security grids guarding abandoned high-tech complexes, or setting up your own motion cameras around a temporary salvage camp.
18. Special Weapons Operation: Knowing how to set up *Remote Sentry Guns* to protect a salvage site overnight from rival syndicates.
19. Class 4: Infiltration: Sneaking into strictly quarantined corporate properties or competing salvage zones without tripping alarms or being spotted.
20. Smuggling: Sneaking high-value, restricted military or corporate tech off Eyesore past orbital customs officials and United Americas blockades.
21. Con / Acting: Forging salvage manifests, corporate deeds, and corporate seals to make illegally stripped scrap look entirely legitimate to buyers.
22. Finance and Business: Valuing scrap accurately, knowing the market rate for processed metals, and dealing with ICC (Interstellar Commerce Commission) buyers.
23. Logistics: Organizing the transport, fuel consumption, and cargo capacity needed to move tons of heavy industrial scrap across a planet.
24. Medical Aid: Dealing with industrial accidents—crushed limbs, chemical burns, and tetanus—far away from proper medical facilities.

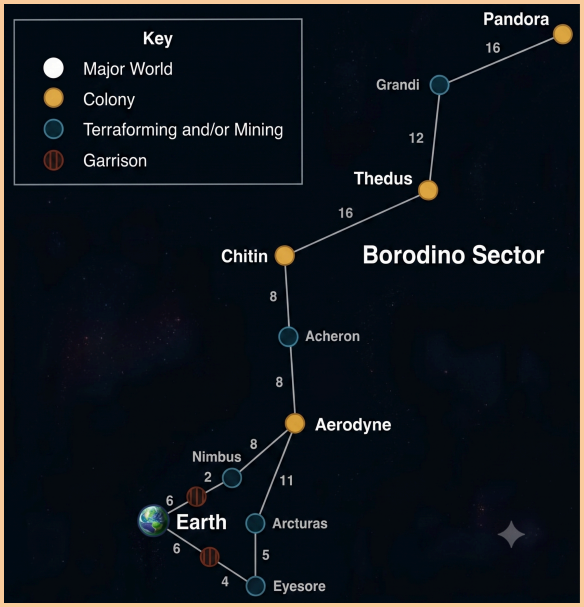
5 Custom Skills for an Eyesore Salvager (Optional New Skills)

To flesh out the character archetype further, here are 5 homebrew skills that fit the flavor of an *Aliens Adventure Game* salvager operating on a landfill world:

1. Scrap Appraisal & Valuation
   The specialized ability to look at a heap of rusted, half-destroyed machinery and instantly identify what is valuable tech, what can be refurbished, and what is worthless slag. It prevents wasting cargo space

on low-yield junk.

2. Hazardous Material (HazMat) Handling
   Eyesore is covered in industrial run-off, battery acid, and leaking radioactive waste. This skill allows a character to safely handle, drain, contain, and transport volatile chemicals, unstable fusion cells, and toxic fluids without contaminating the crew or vehicle.
3. Jury-Rigging (Scrap Mechanics)
   The art of making temporary, dangerously un-certified repairs using nothing but mismatched parts, duct tape, and raw ingenuity. It allows broken tools, vehicle engines, or life-support units to run for "just a few more hours" using whatever scrap is lying around.
4. Corporate Archaeology
   An understanding of the architecture, standard layouts, and hidden vault placements of major Weyland-Yutani, Armat, or Seegson facilities. A character with this skill can look at an old blueprint or corporate logo and deduce exactly where the valuable server rooms, armories, or executive safes are located.
5. Scavenger Network (Eyesore Underground)
   Familiarity with the lawless underbelly of Eyesore. It represents contacts among the local fence networks, black-market scrap dealers, and corrupt orbital customs agents. It is used to buy illegal tech components, find rumors of fresh wrecks, or quietly sell hot corporate property without drawing military attention.



Armory

If you run scenarios in the Traveller genre, you might need a few conversions to speed things up. The original Traveller 1977 rules detail real world weapons that are comparable to the Traveller setting. Here are a few of those weapons detailed for the basic PCCS game.

Body Pistol (MTL-12)		AC	Md	Ballistic Data		10 Hexes
L	8	1	-17	FMJ	PEN	2.1
W	2.3	2	-11		DC	3
RT	4	3	-10			
ROF	*	4	-9	JHP	PEN	2.0
Cap	13	5	-8		DC	4
AW	0.5	6	-7			
	Mag			AP	PEN	2.9
					DC	3

Walther PPK / Automatic Pistol / 32 ACP / West Germany

Automatic Pistol		AC	Md	Ballistic Data		10 Hexes
L	11	1	-19	FMJ	PEN	6.0
W	3.9	2	-12		DC	7
RT	5	3	-10			
ROF	*	4	-9	JHP	PEN	5.8
Cap	7	5	-8		DC	9
AW	0.65	6	-7			
	Mag	7	-6	AP	PEN	8.5
					DC	7

44 Automag / Automatic Pistol / 44 Automag / USA (Civilian Weapons Supplement)

Revolver		AC	Md	Ballistic Data		10 Hexes
L	10	1	-17	FMJ	PEN	2.6
W	2.4	2	-11		DC	4
RT	7	3	-10			
ROF	1	4	-9	JHP	PEN	2.5
Cap	6	5	-8		DC	5
AW	0.37	6	-7			
	SL			AP	PEN	3.7
					DC	3

Smith & Wesson M19 / 4” Barrel / Revolver / 357 Magnum / USA (Civilian Weapons Supplement)

Carbine		AC	Md	Ballistic Data		10 Hexes
L	37	1	-21	FMJ	PEN	15.0
W	7.4	2	-11		DC	6
RT	8	3	-9			
ROF	*	4	-7	JHP	PEN	14.0
Cap	20	5	-5		DC	8
AW	1.0	6	-4			
	Mag	7	-3	AP	PEN	20.0
		8	-2		DC	6
		9	-1			

Ruger Mini 14 / 5.56mm NATO / Semi-Automatic Rifle / USA (Civilian Weapons Supplement)

Rifle		AC	Md	Ballistic Data		10 Hexes
L	43	1	-24	FMJ	PEN	19.0
W	10.8	2	-13		DC	8
RT	8	3	-9			
ROF	*6	4	-8	JHP	PEN	18.0
Cap	20	5	-6		DC	9
AW	1.4	6	-5			
	Mag	7	-4	AP	PEN	27.0
		8	-3		DC	8
		9	-2			
		10	-1			
		11	0			

FN FAL / 7.62mm NATO / Assault Rifle / Belgium

Automatic Rifle		AC	Md	Ballistic Data		10 Hexes
L	50	1	-29	FMJ	PEN	19.0
W	27.2	2	-19		DC	8
RT	12	3	-13			
ROF	*6	4	-9	JHP	PEN	18.0
Cap	50	5	-8		DC	9
AW	3.2	6	-6			
	Blt	7	-5	AP	PEN	27.0
		8	-4		DC	8
		9	-3			
		10	-2			
		12	0			

FN MAG / 7.62mm NATO / General Purpose Machine Gun / Belgium

SMG		AC	Md	Ballistic Data		10 Hexes
L	19/26	1	-23	FMJ	PEN	2.5
W	9	2	-12		DC	3
RT	8	3	-9			
ROF	*5	4	-8	JHP	PEN	2.4
Cap	32	5	-6		DC	5
AW	1.3	6	-5			
	Mag	7	-4	AP	PEN	3.6
		8	-3		DC	3

Uzi / 9mm Parabellum / Sub-Machinegun / Israel

Laser Pistol		AC	Md	Ballistic Data		10 Hexes
L	11	1	-19	ENERGY	PEN	5.0
W	4.8	2	-18		DC	6
RT	6	3	-17			
ROF	*	4	-16			
Cap	20	5	-15			
AW	1.2	6	-14			
	Cell					

New

Laser Carbine		AC	Md	Ballistic Data		10 Hexes
L	32	1	-13	ENERGY	PEN	11.0
W	13	2	-9		DC	8
RT	8	3	-8			
ROF	*	4	-6			
Cap	50	5	-5			
AW	5.0	6	-4			
	Pack	7	-3			
		8	-2			
		9	-1			
		10	0			

New

Shotgun (Advanced Rules)		AC	Md	Ballistic Data		10 Hexes
L	48	1	-22	SLUG	PEN	4.3
W	8.2	2	-12		DC	10
RT	22	3	-9			
ROF	*	4	-7			
Cap	5	5	-5			
AW	.13	6	-4			
	Rnd					

Remington Model 1100 / 12 Gauge Autoloading Shotgun / USA (Civilian Weapons Supplement)

Laser Rifle		AC	Md	Ballistic Data		10 Hexes
L	40	1	-9	ENERGY	PEN	18.0
W	18	2	-8		DC	10
RT	10	3	-6			
ROF	*	4	-5			
Cap	100	5	-4			
AW	8.0	6	-3			
	Pack	7	-2			
		8	-1			
		9	0			
		10	+1			

New

Engineer Species

The Engineers, also known as Mala'kak or Space Jockeys, are an ancient, highly advanced extraterrestrial species in the *Alien* franchise. They are a race of towering, pale-skinned humanoids who act as the creators of humanity and the architects of the deadly Xenomorphs.

Origins and Appearance

- **Biology:** Engineers are generally about 8 to 15 feet tall, possess pale-grey or white skin, and have completely black eyes. Their genetic makeup is nearly identical to human DNA, which is why humans share their physical form.
- **Role as Creators:** They are a master geneticist species capable of terraforming planets and seeding life across the galaxy.

Culture and History

- **The "Sacrifice":** In the opening of *Prometheus*, an Engineer is shown consuming a mutagenic "black liquid" that breaks down his body, allowing his DNA to mix with a barren planet's primordial soup to spark human life.
- **Hierarchy:** They operate in a heavily ritualistic and potentially militaristic society, utilizing advanced, biomechanical technology like horseshoe-shaped "Juggernaut" ships.
- **Humanity's Downfall:** Despite creating humanity, they later viewed their creations as a disappointment and prepared to wipe out Earth with biological weapons before losing control of the outbreak.

The Base Logic: Scaling to Human Maximum

In the LEG system, standard human attributes max out at 18 (Exceptional). Because an Engineer stands nearly 8 feet tall with hyper-dense muscle tissue and highly advanced genetics, their *average* physical stats start at or well beyond the peak of human capability.

1. The Average Engineer Profile

For a standard NPC Engineer encountered in a biological facility or a derelict juggernaut, these are the baseline values:

Primary Characteristics

- Strength: 24 (Effortlessly overpowers humans; can lift roughly 600+ lbs dead weight based on scaling).
- Intelligence: 16 (Superb logical reasoning; matches the peak of human scientists).
- Will: 18 (Unshakeable resolve; entirely immune to standard morale panics or pain penalties).
- Health: 20 (Incredibly resilient; filters out atmospheric toxins and survives severe trauma).
- Agility: 14 (Surprisingly quick and fluid despite their massive bulk).

Secondary Characteristics

- Charisma: 6 (Cold, statuesque, and terrifyingly alien to humans).
- Leadership: 14 (Natural commanding presence among their own kind).
- Motivation: 18 (Driven by millennia-old cosmic directives).
- Perception: 15 (Highly alert; extremely difficult to catch by surprise).

2. Random Generation Method

If your players wake up a *specific* Engineer from a stasis pod and you need to generate unique stats dynamically, use this rolling method:

Characteristic	Dice Rolling Formula	Expected Range
Strength (STR)	3D6 + 10	13 to 28
Intelligence (INT)	2D6 + 10	12 to 22
Will (WIL)	2D6 + 10	12 to 22
Health (HEA)	3D6 + 8	11 to 26
Agility (AGI)	2D6 + 6	8 to 18
Charisma (CHA)	1D6 + 2	3 to 8
Leadership (LEA)	2D6 + 6	8 to 18
Motivation (MOT)	2D6 + 10	12 to 22
Perception (PER)	2D6 + 8	10 to 20

3. Special Rules for Combat (PCCS)

- Natural Armor: Their pressure-suit skin provides a PF of 4.

Special Guest Star - Cathy Gale

Cathy Gale: Character Biography

Dr. Catherine "Cathy" Gale remains a historic milestone in British television history. Introduced in 1962 for the second season of *The Avengers*, she shattered the standard "damsel in distress" tropes of the era by being completely independent, highly educated, and physically formidable.

Born on October 5, 1930 (or 1932 according to some dossiers), Cathy spent a large portion of her early life in Africa. She married a local farmer and quickly adapted to a rugged, self-sufficient lifestyle, learning to manage the farm, handle firearms, and hunt. Her life shifted drastically when her husband was killed during the turbulent Mau Mau uprising years.

Rather than succumbing to the tragedy, Cathy returned to London and fully dedicated herself to academia, earning a Ph.D. in Anthropology. An adventurous academic, she undertook dangerous field expeditions, including a near-fatal trip deep into the Amazon rainforest.

By the time she crossed paths with British Intelligence operative John Steed, Cathy was working as a curator at a prominent London museum. Intrigued by the intellectual puzzles but often repulsed by Steed's ruthless, casual methods, she reluctantly agreed to assist him as an unofficial operative. Armed with an unyielding moral compass, a signature leather fighting outfit, and a lethal proficiency in judo, Cathy stood as Steed's absolute equal, paving the way for the swinging 1960s "spy-fi" genre.

This following was created to be used in a 1960's version of Bram Stoker's Dracula RPG.

Primary Characteristics

- **Strength (STR): 11**

Rationale: Cathy isn't a muscular powerhouse, but she possesses solid, lean physical fitness. She routinely lifts, throws, and subdues adult men by utilizing perfect mechanical leverage and core body strength.

- **Dexterity (DEX): 15**

Rationale: Exceptionally high. Her lightning-fast reflexes are her primary defensive asset. She performs complex Judo throws, reacts instantly to ambushes, draws hidden pistols smoothly, and moves with incredible fluidity in close-quarters combat.

- **Agility (AGL): 14**

Rationale: Her body control, balance, and coordination are top-tier. Whether she is executing a perfect breakfall onto a hard floor or scaling obstacles in her signature leather gear, her spatial grace prevents her from being easily pinned down.

- **Constitution (CON): 13**

Rationale: Remarkably resilient. Surviving a harsh life on the African veldt, a treacherous expedition through the Amazon rainforest, and repeated physical trauma in the espionage underworld requires a highly robust immune system and physical durability.

- **Intelligence (INT): 16**

Rationale: Elite academic level. Cathy holds a Ph.D. in Anthropology, works as a professional museum curator, and possesses a sharp, analytical mind. She solves complex cases through logic and historical context rather than just following John Steed's hunches.

- **Willpower (WIL): 16**

Rationale: Unshakeable. Cathy is fiercely independent, fiercely principled, and completely immune to intimidation. She stands her ground against ruthless masterminds, handles the psychological toll of her husband's tragic death, and completely refuses to be manipulated by Steed.

- **Appearance (APP): 15**

Rationale: Highly striking and elegant. Her classic 1960s sophistication and sharp fashion sense grant her effortless access to London’s high-society elite, art galas, and exclusive clubs, acting as a natural tool for social infiltration.

1. Combat Skills Category

- **Gun Combat:** Her core proficiency with small arms, capturing her ability to draw and accurately fire her signature handguns during sudden ambushes.
- **Hand-to-Hand Combat:** Reflects her elite mastery of Judo. In the LEG engine, this single skill governs both her devastating offensive throws and her high-DEX defensive parries.
- **Awareness:** Her active combat reflex score—used for spotting tactical traps, noticing hidden ambushers, and reacting instantly when a room turns hostile.
- **Balance:** Crucial for close-quarters evasive maneuvers, breakfalls when thrown, and maintaining her footing while fighting in high heels or restrictive leather gear.

2. Exploration Skills Category

- **Survival:** Grounded in her early life in Africa; used to endure harsh wilderness conditions, navigate remote environments, and survive her near-fatal expedition through the Amazon jungle.
- **Tracking:** Her ability to read physical signs, footprints, and trails in the field—honed during her years on the African veldt.
- **Hunting:** Used as a mechanical "Related Skill" to bolster her tracking and wilderness infiltration capabilities.
- **Climbing:** Free climbing techniques utilized to scale museum facades, estate walls, or rocky terrain without modern tactical harnesses.
- **First Aid:** Basic, certified

emergency trauma care to stabilize gunshot wounds or blunt trauma in the field before proper medical help arrives.

3. Investigation Skills Category

- **Espionage:** Establishing covert informant networks, managing subtle questioning, and executing long-term undercover operations within high-society or enemy rings.
- **Infiltration:** Her mechanical skill for lock picking, sneaking past guards, evading security traps, and moving covertly through restricted facilities.
- **Surveillance:** Practical tailing of targets through London's streets, public record searches, and the tactical usage of long-range optics.
- **Con / Acting:** The art of behavioral acting, structural disguise, and physical smuggling used to blend into elite social clubs or enemy strongholds.
- **Interrogation:** Extracting critical intelligence from hostile or non-cooperative sources via psychological breakdown or tactical subtlety.
- **Awareness (Investigation Mirror):** Used out of combat for deduction, reading a suspect's unease, and mapping the emotions of double-agents during tense conversations.
- **Library Research:** Thorough academic investigation of historical records, books, and deep archives to unearth hidden data.
- **Photography:** Operational usage and manual darkroom development of film under stressful conditions—perfectly mapping to her spy-camera work.

4. Education Skills Category

- **Anthropology:** Cathy's primary academic field and vocation; her deep understanding of human cultural development and societal structures.
- **Archaeology:** Her secondary academic discipline, governing her field expeditions and her understanding of ancient historical contexts.
- **Diplomacy:** Formal negotiation, bartering, and communicating effectively with high-level diplomats or volatile targets to avoid unnecessary physical conflict.
- **Language (Specify):** Fluency in multiple non-native tongues, allowing her to easily navigate international cases and cross-cultural barriers.
- **Library Research (Education Mirror):** Her formal academic research capability, used for authenticating antiquities and cross-referencing museum data.
- **Photography (Education Mirror):** The technical, scientific application of film processing and documentation used in her museum curating work.

5. Special Training Skills Category

- **Tactics:** The application of tactical principles and military/espionage science during complex, multi-person operational engagements.

Optional Skills (1960s Spy & Tech Mechanics)

- **Boutique Counter-Intelligence:** The specialized art of blending into high-end London fashion houses, art galleries, and elite social clubs to monitor targets and intercept upper-class assets.
- **Kinky Boots Utility:** Expertise in using reinforced leather fighting attire to maximize kicking damage, minimize friction during judo throws, and safely conceal small gadgets or lockpicks.
- **Micro-Gadgetry Operation:** The technical knowledge required to operate, conceal, and troubleshoot early miniaturized espionage gear, such as hidden wire recorders, fountain-pen cameras, and tracking bugs.
- **Steed Management:** The psychological sub-skill of anticipating, counteracting, or begrudgingly clean-up after the reckless, unauthorized, and unannounced operational schemes of partner John Steed.
- **Televised Deflection:** A specialized defense mechanic representing the uncanny ability to reliably reverse ambush attempts, dodge physical strikes, and scream/grunt through combat without ever suffering standard unconsciousness or wardrobe failure.

On paper, she was an elite academic—a Ph.D. in Anthropology and a museum curator. In the field, she was a walking weapon system. Before she was ever

recruited by intelligence networks, her system characteristics were forged surviving the brutal, untamed environments of the African veldt and the Amazon basin. I

Spacecraft Classification & Design

Due to the extreme costs and technical complexity of interstellar travel, spacecraft sizes are largely standardized in the Aliens Adventure Game. Vessels are built around modular frames optimized for vacuum operation. While these ships are capable of planetary landing via vertical thrust, their airframes and sensor suites are not designed for effective combat within an atmosphere.

Vessel Size Ratios

Interstellar vessels are categorized by their Displacement and Jump drive capacity:

- **Recon Ships (Baseline):** The smallest manned interstellar craft.
- **Frigates (2x Baseline):** The standard workhorse of the military and large corporations.
- **Heavy Cargo/Capital Ships (10x+ Baseline):** Massive, non-modular entities like the *Nostromo* or heavy tugs.

New Civilian Vessel Types

To populate the Borodino Sector and provide your players with more variety (or targets), here are four civilian-focused ship types.

1. The "Pack-Mule" Prospector (Mining/Survey)

A common sight near Chitin and the mineral-rich Acheron. These ships are essentially a cockpit and an oversized Displacement Drive strapped to a massive cargo hold.

- **Role:** Heavy Lifting / Ore Transport.
- **Stats:** Jump 2, Combat Speed 2, Maneuver 6.
- **Features:** No weapons, but equipped with a Reinforced Hull for surviving asteroid collisions.
- **Utility:** Instead of a Dropship, it carries four **Work-Bee** industrial loaders.

2. The "Blockade Runner" (Fast Smuggler)

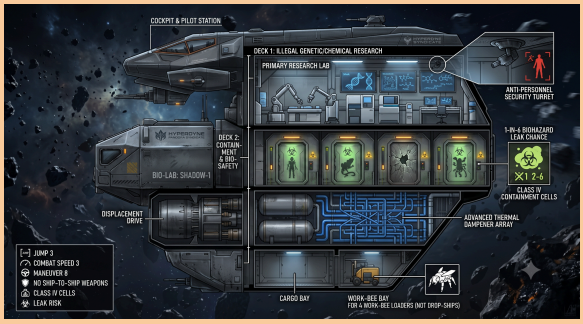
Built specifically for the Arcturus Loop to outrun ICC Customs or rival corporate hijackers.

- **Role:** High-Value / Illegal Cargo Transport.
- **Stats:** Jump 5, Combat Speed 6, Maneuver 10.
- **Features:** Single Class 3 Disruptor (Defensive only).
- **Utility:** Advanced Thermal Dampeners that increase the difficulty of Sensor detection by +1 Level. It has no space for APCs, sacrificing armor for raw speed.

3. The "Bio-Laboratory" (Research Vessel)

Owned by corporations like Hyperdyne or renegade syndicates on Pandora. These are "Shadow Labs" in motion.

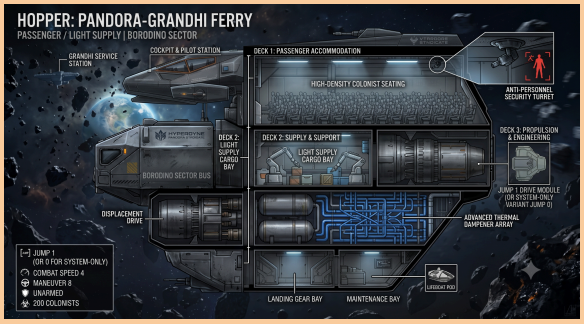
- **Role:** Illegal Genetic/Chemical Research.
- **Stats:** Jump 3, Combat Speed 3, Maneuver 8.
- **Features:** Internal security turrets (Anti-personnel) instead of ship-to-ship weapons.
- **Utility:** Contains Class IV Containment Cells. If the ship takes hull damage, there is a 1-in-6 chance of a "Biohazard Leak".



4. The "Hopper" (Inter-System Ferry)

Designed for the short hauls between Pandora and its moon-based Service Stations like Grandhi.

- **Role:** Passenger / Light Supply Ferry.
- **Stats:** Jump 1 (or 0 for System-only variants), Combat Speed 4, Maneuver 8.
- **Features:** Unarmed.
- **Utility:** High-density seating for up to 200 colonists. It is the "bus" of the Borodino Sector.



5. The "Salvage" Ship

The original text mentions "special salvage craft." These would be vital near Pandora, where ships are constantly breaking down or being "repurposed."

- **The Salvage Rig:** A modified Frigate frame with no weapons, replaced by Grappling Arms and External Welding Arrays. It has the unique ability to "Anchor" a disabled ship to its hull to drag it back to Chitin for repairs.

Narcotics in the Borodino Sector

The synthesis of narcotics on Pandora (Aliens Adventure Game) is a dark fusion of xenobiology and renegade chemistry. These substances are often byproducts of the "shadow" laboratories attempting to perfect cybernetic or genetic enhancements, leaked into the overcrowded alleys and land-reclamation sites of the water-world.

1. Hydro-V (The "Diver's Rush")

Origin: Extracted from the oxygen-rich lung sacs of Pandora's deep-sea thermal vent fauna.

- **Mechanical Effect:** Grants a **+4 SRM to Stamina** and allows a character to hold their breath for ten times the normal duration. It effectively removes the "Suffocation" risk during a mission.
- **The "Crash":** Severe Dehydration. Once the drug wears off (1 hour), the character must consume at least 2 liters of water immediately or suffer a **Light Wound** to the Body as their tissues begin to seize.
- **Market Price:** 500 Credits per dose.

2. Synap-Snap (The "Interface Cocktail")

Origin: A synthesized byproduct of illegal cybernetic neural-link research.

- **Mechanical Effect:** Sharpens mental processing. Reduces the **Difficulty Level** of all *Technical: Computer* or *Electronics* tasks by 1 level (e.g., an Average task becomes Easy).
- **The "Crash":** "Neural Ghosting." For 1d6 hours after use, the character suffers a **-4 SRM penalty** to all Perception and Observation rolls as their brain struggles to recalibrate to normal speed.
- **Market Price:** 1,200 Credits per dose.

3. Redline-7 (The "Berserker's Edge")

Origin: A crude, street-grade version of the chemical cocktail used to maintain "Dreg" cybernetic limbs.

- **Mechanical Effect:** Massive adrenaline surge. The character gains **+1 Action** during every combat phase for 5 rounds.
- **The "Crash":** Heart Strain. At the end of the 5th round, the player must roll 3d6. On a result of **15 or higher**, the character suffers a **Heavy Wound (Critical)** to the Heart as it fails to handle the output.
- **Market Price:** 2,000 Credits per dose.

4. Basalt-Paste (The "Living Plate")

Origin: A refined slurry made from the calcified secretions of the Abyssal Thresher's shell. It is ingested or injected to temporarily harden human skin.

- **Mechanical Effect:** The character gains a natural **Armor Modifier of 8 (Light Flak equivalent)** across their entire body for 30 minutes.
- **The "Crash":** Physical Rigidity. While

the "skin" is hardened, the character's **Agility is reduced by 3 points**, affecting all movement, climbing, and fine-motor skill rolls.
- **Market Price:** 1,500 Credits per dose.

5. Shimmer (The "Predator's Focus")

Origin: Derived from the genetic sequencing data of "Sleeper" experiments and native camouflage-capable organisms.

- **Mechanical Effect:** Grants **Thermal Vision** and a **+2 SRM to Stealth** checks. The character becomes hypersensitive to movement and heat signatures.
- **The "Crash":** Photophobia. Upon completion, the character is blinded by standard colony lighting. All Success Rolls are at **-4** unless they are in near-total darkness for at least 2 hours.
- **Market Price:** 3,500 Credits per dose.

Campaign Rule: The "Addiction" Success Roll

Pandora's stimulants are unregulated and highly addictive.

- **The Rule:** After the third use of any specific stimulant, the character must make an **Average (10) Stamina** roll.
- **Failure:** The character becomes "Dependent." Their base attributes (Strength or Intelligence) are reduced by **1 point** unless they have the drug in their system. Recovering from dependency requires 1 month of "clean" time in a medical facility (likely on **Chitin** or **Aerodyne**, away from Pandora's influence).

Star Systems in the Vicinity of Pandora

Aliens Adventure Game has one star map on page 59. The Borodino Sector is the subject of much of this Gazette. Using Spacemaster, 1st edition, the stars in the vicinity of Pandora were mapped out below. Spacemaster has a detailed star system generation process that fits well into Aliens Adventure Game exploration adventures. **SMS-4827-02**, in this system is designated as Pandora from the Aliens Adventure game.

System Catalog Table

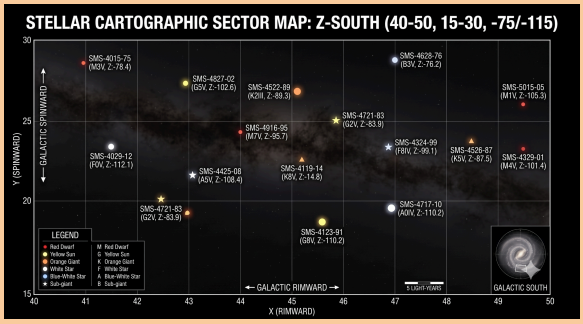
System Designation	X	Y	Z	Class	Type
SMS-4015-75 Main Sequence Dim Red Dwarf	42.3	18.5	-78.4	M3	V
SMS-4827-02 (Pandora) Main Sequence Yellow Sun	48.7	27.1	-102.6	G5	V
SMS-4522-89 Orange Giant	45.1	22.4	-89.3	K2	III
SMS-4029-12 Main Sequence White Star	40.8	29.3	-112.1	F0	V
SMS-4916-95 Main Sequence Dull Red Dwarf	49.5	16.2	-95.7	M7	V
SMS-4425-08 Main Sequence Blue-White Star	44.6	25.8	-108.4	A5	V
SMS-4721-83 Main Sequence Yellow Sun	47.2	21.1	-83.9	G2	V
SMS-4119-14 Main Sequence Orange Star	41.9	19.6	-114.8	K8	V
SMS-4628-76 Very Bright Blue-White Star	46.3	28.7	-76.2	B3	V
SMS-4324-99 Whitish-Yellow Sub-giant	43.7	24.0	-99.1	F8	IV
SMS-5015-05 Main Sequence Bright Red Sun	50.0	15.5	-105.3	M1	V
SMS-4123-91 Yellow-Giant	41.2	23.9	-91.6	G8	III
SMS-4717-10 Blue-White Sub-giant	47.9	17.4	-110.2	A0	IV
SMS-4526-87 Main Sequence Orangish Sun	45.6	26.3	-87.5	K5	V

SMS-4329-01 Main Sequence Dim Red Dwarf	43.1	29.8	-101.4	M4	V

Astrographic Observations

Standard Astrogation Note: In accordance with standard galactic mapping conventions, positive X values denote Galactic Rimward positions, positive Y values track Galactic Spinward alignment, and negative Z coordinates register locations directly below the primary Galactic plane (Galactic South). Gravity well radii (G Well = R times 3.74 AU) must be plotted prior to initiating hyperspace transition routines near these coordinates.

Satellite Count & Orbital Array Generation: SMS-4827-02



The system contains 9 natural satellites. The primary's sequence modifier dictates a base orbital radius multiplier of 1.0 for the system baseline. Utilizing the standard distance scaling array, the spatial tracking grid defines the following distribution sequence:

Orbit Number	Orbital Radius (AU)	Satellite Type
Orbit 1	0.28 AU	Rock Planet
Orbit 2	0.54 AU	Rock Planet
Orbit 3 (Pandora)	1.03 AU	Rock Planet (Ecosphere Target)
Orbit 4	1.96 AU	Rock Planet
Orbit 5	3.82 AU	Asteroid Belt
Orbit 6	7.45 AU	Gas Giant
Orbit 7	14.22 AU	Gas Giant
Orbit 8	27.85 AU	Gas Giant
Orbit 9	53.08 AU	Empty Orbit

Physical Satellite Profiles

- **Orbit 1: Inner Rock Planet**
  - **Circumference:** 4,200 km (4.2×10^3 km)
  - **Density:** 4.9
  - **Surface Gravity:** 0.51 G (Base Gravity 0.105 × Density)
  - **Escape Velocity:** 5.61 km/s
  - **Satellites:** 0 Moons
- **Orbit 2: Mid-Inward Rock Planet**
  - **Circumference:** 9,800 km (9.8×10^3 km)
  - **Density:** 5.3
  - **Surface Gravity:** 1.17 G (Base Gravity 0.22 × Density)
  - **Escape Velocity:** 12.87 km/s

    - **Satellites:** 0 Moons
- **Orbit 3: Ecosphere World**
    - **Circumference:** 12,000 km (1.2 × 10^4 km)
    - **Density:** 5.4
    - **Surface Gravity:** 1.35 G (Base Gravity 0.25 × Density)
    - **Escape Velocity:** 14.85 km/s
    - **Satellites:** 1 Small Moon
- **Orbit 4: Outer-Edge Rock Planet**
    - **Circumference:** 16,000 km (1.6 × 10^4 km)
    - **Density:** 5.1
    - **Surface Gravity:** 2.04 G (Base Gravity 0.40 × Density)
    - **Escape Velocity:** 22.44 km/s
    - **Satellites:** 1 Captured Moon
- **Orbit 5: System Asteroid Belt**
    - **Total Mass Estimate:** 13,000 tracked major structures
    - **Composition Density:** 4.1
- **Orbit 6: Inner Gas Giant**
    - **Circumference:** 120,000 km (1.2 × 10^5 km)
    - **Density:** 0.32
    - **Surface Gravity:** 0.96 G (Base Gravity 3.0 × Density)
    - **Escape Velocity:** 10.56 km/s
    - **Satellites:** 14 Moons
- **Orbit 7: Main Gas Giant**
    - **Circumference:** 480,000 km (4.8 × 10^5 km)
    - **Density:** 0.22
    - **Surface Gravity:** 2.20 G (Base Gravity 10.0 × Density)
    - **Escape Velocity:** 24.20 km/s
    - **Satellites:** 26 Moons
- **Orbit 8: Outer Gas Giant**
    - **Circumference:** 210,000 km (2.1 × 10^5 km)
    - **Density:** 0.16
    - **Surface Gravity:** 0.72 G (Base Gravity 4.5 × Density)
    - **Escape Velocity:** 7.92 km/s
    - **Satellites:** 12 Moons

Environmental Parameters: Orbit 3 (Ecosphere World) (Pandora)

The localized structural readout for the target planetary environment scales across standard biological parameters as follows:

- **Atmosphere:** Oxygen/Nitrogen mix with few contaminants. Highly favorable chemical envelope that avoids toxic greenhouse trace elements.
- **Hydrosphere:** Ocean World. Complete surface water distribution, leaving no major dry continental ground mass blocks outside of isolated volcanic archipelago chains.
- **Climate:** Temperate mix. Stable, highly consistent global temperature bands regulated cleanly by the massive planetary ocean sink.
- **Biosphere:** Non-sentient lower life forms. The ocean matrices are fully populated by active marine fauna, diverse multi-cellular strains, and complex ecological cycles.

Tactical System Briefing

SMS-4827-02 presents an incredibly high-value exploration profile for standard low-tech gritty operations:

- **Orbit 3 Execution:** At a baseline of 1.35 G and a standard 14.85 km/s escape velocity, this planet is fully compatible with standard dropship mechanical frameworks and

atmospheric landing gear. The lack of dry land mass makes it a classic "deep sea" extraction operation or floating outpost deployment theater.

- **Biological Assets:** The marine ecosystem is dense with active non-sentient lower life forms, presenting a premier hunting ground for alien specimen collection, biochemical harvesting, or hazardous underwater operations.
- **System Logistics:** Orbit 1 provides standard low-gravity heavy metal extraction zones (0.51 G), while the wide Orbit 5 Asteroid Belt offers thousands of unmapped operational hiding sectors or salvage anchors right inside the main stellar trajectory.
- **The Gravity Threshold (1.35 G):** Unlike the previous world's crushing environment, a 1.35 G baseline is completely viable for your dropships, loaders, and armored personnel carriers. The extra mass load adds a layer of physical grime—equipment handles heavier, fuel burn rates are higher, and a long trek in combat fatigues or light armor will exhaust a squad fast.
- **Atmospheric Clearance:** The "Oxygen/Nitrogen mix with few contaminants" means characters don't need heavy vacuum suits. Standard compression gear or tactical rebreathers are more than enough to handle local atmospheric pressures, keeping the focus on boots-on-the-ground exploration.
- **Deep Sea Corporate Harvesting:** Since it is an "Ocean World" dominated by isolated volcanic archipelago chains instead of massive continents, your typical corporate outpost is going to be a floating refinery platform, a specialized drilling rig, or an underwater pressure dome anchored to a sub-sea trench.
- **The Xenobiological Threat:** The presence of "non-sentient lower life forms" across dense marine ecosystems gives you the exact biological playground needed for specialized encounters. Instead of stalking through dark corridors, your crews are dropping into pitch-black oceanic depths, dealing with aggressive, multi-cellular marine fauna, or securing sub-surface asset extraction points against native predators.
- **The System Lifecycle:** If things go completely sideways on the ocean planet, the wide Orbit 5 Asteroid Belt or the low-gravity mining outposts on Orbit 1 provide perfect fallback sectors for desperate crews, corporate blockades, or independent salvage operations trying to hide from corporate scrutiny.

Setting the Campaign Hook

Bram Stoker's Dracula RPG — Character Creation Quick Reference Sheet (QRS)

1. Primary Characteristics (Scale: 3–18)

- **Strength (STR):** Physical lifting capacity and damage potential.
- **Intelligence (INT):** Mental quickness, reasoning, learning speed, and Combat Actions.
- **Will (WIL):** Willpower, morale, wound resistance, and Knockout Value.
- **Health (HLT):** Physical vitality and wound recovery.
- **Agility (AGI):** Coordination, physical speed, and action modifiers.

2. Secondary Characteristics (Scale: 3–18)

- **Charisma (CHA):** Charm, personal appearance, and social interaction.
- **Leadership (LDR):** Presence and command ability.
- **Motivation (MOT):** Long-term determination; added to INT for Learning Rolls.
- **Perception (PER):** Alertness and detecting falsehoods.

3. Character Generation Rules

Characteristic Point Totals (Building Method)

- **Primary Character:** Sum of 4d6 + 54.
- **Supporting Character:** Sum of 4d6 + 48.
- **Point Allocation Costs:**
    - Values 3–12: 1 point per 1 point of stat.
    - Values 13–15: 1 point per stat point (13, 14, 15).
    - Values 16–18: Progressive cost (16=16, 17=18, 18=21, etc.).
- **Secondary Characteristics:** Roll 3d6 per stat, then modify using a single 1d6 pool allocated across stats.

Age & Roster

- **Primary Character Age:** Roll 00–99 (re-roll if under 20 or over 59).
- **Supporting Character Age:** 20 + 1d10.
- **Roster Setup:** Each Player manages 1 Primary Character and 3 Supporting Characters (tracked via Reputation Points).

4. Calculated Secondary Values

Learning Roll (LR) = Intelligence (INT) + Motivation (MOT)

- **Combat Actions (CA):** Cross-index highest Combat Skill Rating with INT

on **Table 2B**.

- **Melee Damage Bonus (DB):**
    - 1–2 CA: 0.5
    - 3–4 CA: 1.0
    - 5–6 CA: 1.5
    - 7–8 CA: 2.0
- **Knockout Value (KV):** Cross-index highest Combat Skill Rating with WIL on **Table 2C**.

5. Progression & Skill Hierarchy

Skill Ratings & Modifiers

Rating	SRM	Learning Requirement
Unskilled	-8	Default starting level for all untried skills.
Novice	-4	Auto-acquired on 1 failed Learning Roll from Unskilled.
Certified	0	Requires 1 successful Learning Roll.
Professional	+4	Requires 2 consecutive successful Learning Rolls.
Expert	+6	Requires 2 consecutive successful Learning Rolls.
Master	+8	Requires 3 consecutive successful Learning Rolls.
Grand Master	+10	Requires 4 consecutive successful Learning Rolls.

Special Background Learning Chances (Primary Characters Only)

- **+1 C/P Chance:** Roll LR. Success = Professional; Failure = Certified.
- **+1 P/E Chance:** Roll LR. Success = Expert; Failure = Professional.

6. Equipment & Weight Limits

- **Combat Load:** Cross-index STR with selected Armor/Clothing on **Table 2A**.
- **Combat Weight:** Sum of carried combat equipment weight (must be <= Combat Load).
- **Non-Combat Weight:** Additional gear dropped prior to combat (must be < 30 lbs).

Optional Load Modifiers to Combat Actions (Table 2D)

- **AGI Modifiers:** AGI 14–16 (+1 CA); AGI 17–18 (+2 CA).
- **Encumbrance Penalties:**
    - 1–30 lbs over Combat Load: -1 CA
    - 31–70 lbs over Combat Load: -2 CA

7. Faith & Clergy Rules

- **Faith Acquisition:** Every character gets 1 Learning Chance for Faith and may spend Special Training chances to improve it.
- **Clergy Special Benefit:** Clergy characters receive a +1 C/P chance in Faith and **double their Learning Roll (LR x 2)** for all Faith advancement attempts.

Transgenic Species (Fringe TV Series Style)[3]

1. Vector Scorpion (*Scorpio-diptera rhandi*)

A terrifying amalgam of an Emperor Scorpion and a common tsetse fly, scaled up to the size of a large dog. Artificially engineered as a localized biochemical dispersal agent, it is capable of short, buzzing flights via iridescent vestigial wings. Rather than crushing prey, its pincers are adapted to pinning human limbs while its segmented tail delivers a highly concentrated, synthetic neurotoxin designed to rapidly liquefy muscular tissue.

2. Glint-Tooth Siren (*Felid-amphibia lacerat*)

Combining the neural elasticity and subterranean adaptations of an axolotl with the predatory aggression of a black leopard. This hairless, translucent-skinned quadped hunts by utilizing bioluminescent facial structures to mesmerize targets in low-light urban environments. It exhibits a highly efficient cellular regeneration capability, allowing it to recover from massive internal trauma at a cellular level within hours.

3. Aegis Boar (*Porcus-chelonia scrofa*)

An industrial-grade biological battering ram combining the aggressive, territorial attributes of a wild boar with the thick, dermal ossification plates of an alligator snapping turtle. Originally designed as a self-propelled living shield for dense jungle warfare, its entire forward aspect is covered in heavy, interlocking bony carapaces capable of shrugging off high-velocity small arms fire.

4. Photic Stryx (*Strigiform-cephalopoda noctua*)

An apex aerial stalker utilizing the skeletal frame of a great horned owl spliced with the active camouflage gene-complexes of a cuttlefish. Its feathers contain chromatophores that shift rapidly to mimic the background coloration, rendering it functionally invisible against the night sky or reinforced concrete structures. It drops silently from structures, enveloping prey in muscular, elongated wings lined with prehensile, barbed talons.

5. Chimera Mastiff (*Canis-vipera horror*)

The result of an illicit military experiment combining a large mastiff with the aggressive venom-delivery apparatus of a black mamba. While retaining the pack instincts and running profile of a canine, its skull structure has been dynamically altered to unhinge at the jaw line, exposing massive fangs connected to specialized salivary glands that secrete a highly corrosive hemotoxin.

[3] Phoenix Command Expansion, Leading Edge Games, 1991

Animal Data Tables

Table 15A: Animal Data Table (Transgenic Addition)

Animal	Weight (lb)	MS (HPP)	KV	TS ALM Frt/Side	Hit Location Column	PF	Hide AC / BPF	PEN Mod	Effective Weapon Damage Class								
									1	2	3	4	5	6	7	8	9-10
Vector Scorpion	70	14	40/120	2/6	LL Quad	.3	ML / 2	1.2	1	2	3	5	6	7	8	9	10
Glint-Tooth Siren	300	14	50/300	8/8	SL Quad	.1	LT / 1	0.5	1	1	2	3	3	4	5	6	8
Aegis Boar	900	11	60/600	11/11	SL Quad	.8	BR / 3	0.4	1	1	2	2	2	3	4	5	7
Photic Stryx	15	35	20/100	-1/-1	Bird	.0	NO / 0	3.0	2	5	6	7	8	9	10	10	10
Chimera Mastiff	130	13	40/200	4/7	LL Quad	.1	NO / 1	1.0	1	2	3	4	5	6	7	8	9-10

Table 15B: Melee Data Table (Transgenic Addition)

Animal	CA	SL	Ram KD	Ram ID	Strike KD	Strike ID	Claw Value	Bite KD	Bite ID	Bite Factor	Rend Value	Max PD Factor
Vector Scorpion	2	4	5 times (6)	1	3 times (6)	2 times (6)	4	2 times (5)	4	1.0	1.2	7
Glint-Tooth Siren	3	5	12 times (6)	(3)	2 times (6)	2 times (6)	6	5 times (6)	6	1.2	3.5	1.7
Aegis Boar	1	3	38 times (6)	3 times (6)	4 times (6)	4 times (6)	—	16 times (6)	6	1.7	—	2.0
Photic Stryx	2	5	(3)	1	2 times (6)	2 times (5)	1	1	3	1.0	—	0.3
Chimera Mastiff	2	4	10 times (6)	(2)	—	—	—	4 times (5)	5	1.4	2.4	1.3

Exploring Beyond Pandora (Borodino Sector - Aliens Adventure Game)

This is a quick method to scout the location of star systems within 5 light years of a starting point (0,0,0). All you need is some graph paper and a 2d6. The Mapping Index below allows for quadrants 1, 2, and 4. If you are starting near Pandora, then quadrant 3 takes you back down towards Earth.

The Generation Loop

1. **Roll 1d3:** Dictates total nearby systems (1 to 3).
2. **Roll 1d3 per system:** Selects the quadrant.
   - **1** = Quadrant 1
   - **2** = Quadrant 2
   - **3** = Quadrant 4
3. **Roll 2d6 per system:** Cross-reference the index above to lock down the exact **x, y** sector coordinates.

Quadrant Coordinate Mapping Index (2d6)

2d6 Roll	Base Coordinates (Q1)	Q2 Mirror (x × -1)	Q4 Mirror (y × -1)
2	(1, 1)	(-1, 1)	(1, -1)
3	(1, 2)	(-1, 2)	(1, -2)
4	(1, 3)	(-1, 3)	(1, -3)
5	(1, 4)	(-1, 4)	(1, -4)
6	(2, 1)	(-2, 1)	(2, -1)
7	(2, 2)	(-2, 2)	(2, -2)
8	(2, 3)	(-2, 3)	(2, -3)
9	(2, 4)	(-2, 4)	(2, -4)
10	(3, 1)	(-3, 1)	(3, -1)
11	(3, 2)	(-3, 2)	(3, -2)
12	(3, 3)	(-3, 3)	(3, -3)

As an interesting historical parallel, especially given James Cameron's deep, intertwined history with the Alien franchise, the water world Pandora appeared in two separate projects. While Leading Edge Games released their tactical board game Aliens in 1986 and their standalone Aliens Adventure Game roleplaying system in 1991, their expanded universe lore did indeed introduce a water world named Pandora.The connection between the two properties is highly interesting.